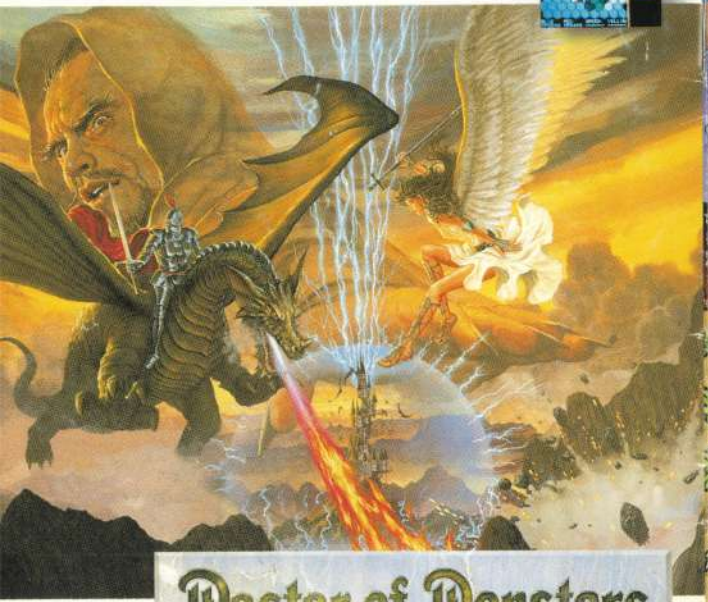
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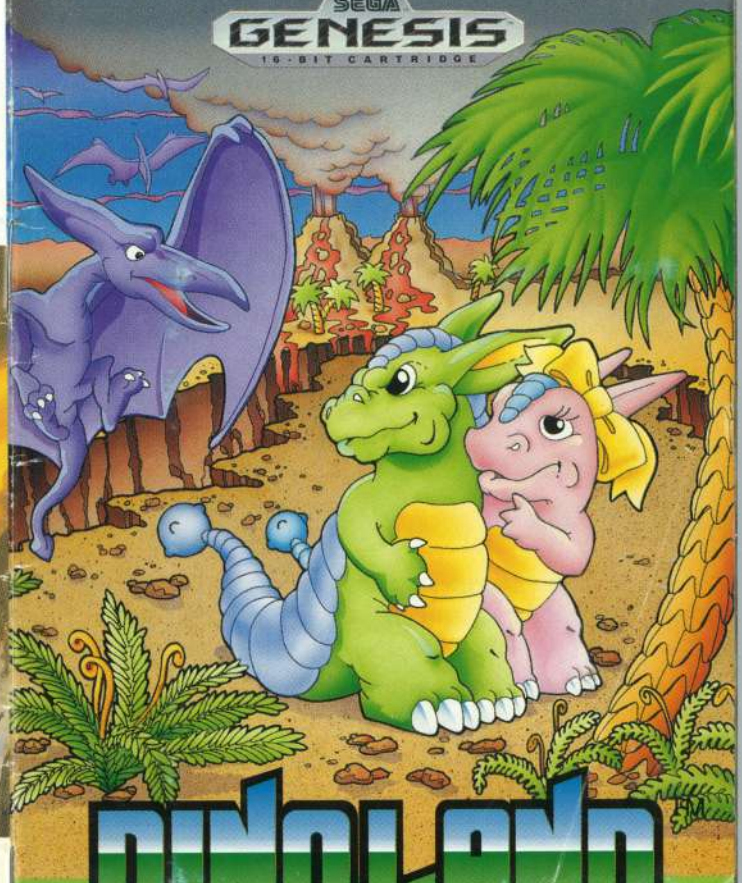
Master of Monsters

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030

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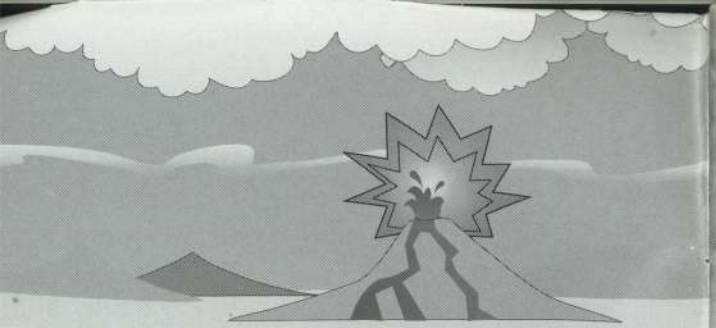
SEGA GENESIS
16-BIT CARTRIDGE



DINOLAND

INSTRUCTION MANUAL

RENOVATION PRODUCTS



HANDLING THE GENESIS CARTRIDGE

- This cartridge is exclusively for Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Be as far as possible from the TV screen.



WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



Thank you for purchasing this DINOLAND Game from Renovation Products for the Sega Genesis system. Please read this instruction manual carefully to ensure proper handling of your game.

BEFORE YOU PLAY YOUR DINOLAND

DINOLAND is an action pinball game for 1 to 2 players. The objective of this game is to play the "DINO" ball, (the main character in the game) to knock down enemy dinosaurs and to get as many points as possible.

For one player, plug in control pad 1. For 2 players, take turns playing the game.



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THE STORY

Over one hundred million years ago, in between the Jurassic and the Cretaceous periods, a prehistoric hero was born — a small and apparently insignificant dinosaur named DINO-Bunz. But when he rolled himself into a ball, he could knock down the mightiest of dinosaurs.

DINO's heroic adventures begin when he must protect his sweetheart, Meeshell, from gigantic, vicious and carnivorous dinosaurs.



DINOLAND™

TAKE CONTROL



START BUTTON

Press to **start** game. During play, press to **pause** game. Press the button again to resume play.

D (Directional) BUTTON

D button, left, is the left **flipper**. When Dino is in dinosaur mode, press this button to move Dino in any direction.

A BUTTON

Plunger shot (shoot a ball into the scene)

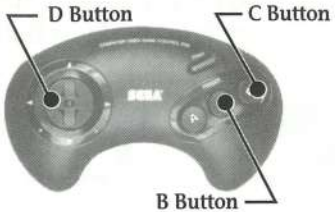
B BUTTON

In a **normal scene**, rocks the game scene. In the **boss stage**, Dino turns into a dinosaur.

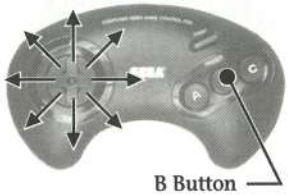


DINO'S TRANSFORMATION AND ACTIVITY

In the **normal stage**; you get points by using the left and right **flippers** to knock down enemy dinosaurs and to bump into the bumper with Dino (the ball).



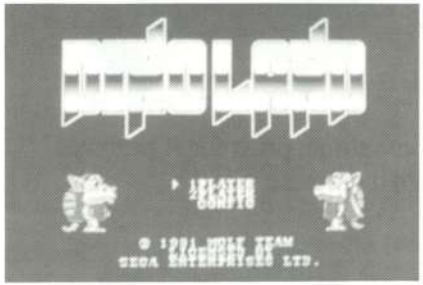
In the **boss stage**; **press** the **B button** to change Dino into a dinosaur and he can move in 8 directions.



In the **boss stage**; Dino must knock down enemy dinosaurs and shake off other bothersome dinosaurs. When Dino is in dinosaur mode, the **C button** is off; therefore you cannot shoot Dino with a flipper.

STARTING UP

To start the game, insert the DINOLAND cartridge into the Genesis System Console, and turn the power switch ON. The title DINOLAND will appear after the logo of SEGA. Press the **Start button** to see three MENUS. Press the **D button** for UP or DOWN, to make a selection. Press the **Start button** to activate.



1 PLAYER:
Start one player game.

2 PLAYERS:
Start two player game. One player plays first and the other player plays second to compete for points.

CONFIGURATION MODE:
Configuration Mode lets you choose the level of the game and the music you would like to listen to by moving the Directional button up or down. Press the **Start button** to play.



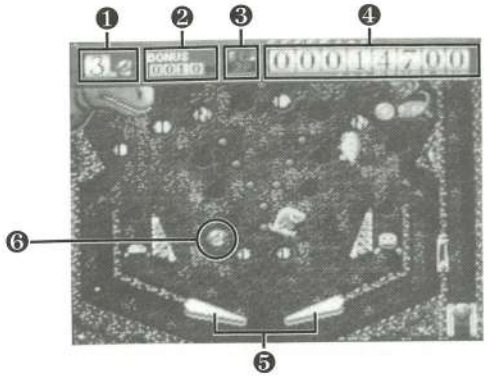
NORMAL:
Normal level of difficulty. The initial mode when you first turn the switch on.

HARD:
Harder than the Normal Mode.

DANGEROUS:
The most difficult mode. If you can conquer this mode, you will have become an expert at playing DINOLAND.

MUSIC:
You can listen to any music provided in the game. Select the number of the music by moving the **Directional button** up or down and pressing the **A button** to play. Press the **B button** to stop and the **Start button** to exit this mode.

SCREEN INDICATORS



1/ NUMBER OF BALLS LEFT TO PLAY
This indicates the number of balls (DINO) left to play. As you gain certain points, you gain extra balls.

2/ BONUS COUNTER
This indicates the multiplication numbers of your points.

3/ 1 & 2 PLAYERS
This indicates which of the 2 players is playing. See the "Starting Up" section on how to select the 2 player game.

4/ SCORE
This indicates your points.

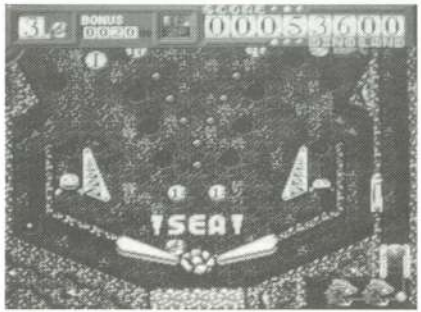


5/ FLIPPER
Use the flipper to shoot the Dino Ball to gain points.

6/ BALL (DINO-Bunz)
The main character of this game with which you play the game.

FIND THE SECRET OF MOVING TO THE NEXT SCENE

DINOLAND has three scenes: the land, the bottom of the ocean and the sky. In order to move on to another scene, you must clear various obstacles, as well as manipulate the contraptions. If you wish to move on to the upper part of the land scene or the sky scene, you must be carried by a bird. How you manage to have the bird carry you to the sky is a secret that you must discover for yourself.

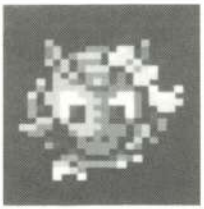






DINOLAND™

UNIQUE CHARACTERS



MEESHELL: She is Dino's sweetheart. She is sweet but clumsy and she is always getting captured by enemy dinosaurs. Let's help her out!



BALL EATER: This is the ultimate enemy of Malchi who must be very careful not to run into the Ball Eater, for he is eaten when he does.



MALCHI: He is a great help for Dino on the land scene. He fights enemy dinosaurs with Dino.



THESE ARE THE WORLDS OF DINOLAND!

- The Bottom of the Ocean Scene
- The Land Scene
- The Sky Scene

3 DINOSAUR EXTINCTION THEORIES

What made the dinosaurs disappear from the face of the earth back some 65 million years ago? A number of theories, such as extinction by disease, a genetic disorder, cosmic rays, etc., have been discussed over the years by scholars but none have been substantiated yet. Here we would like to mention three prominent theories. Which theory do you believe in?

1/ DINOSAUR'S EXTINCTION BY EARTHQUAKE THEORY



Some 65 million years ago, at the end of the Cretaceous period, major movements of the earth's crust occurred which created catastrophic earthquakes and ground movements, consequently all the dinosaurs were buried in the earth.



2/ DINOSAUR'S EXTINCTION BY A FALLING METEORITE

At the end of the Cretaceous period, a huge meteor, as big as a moon, collided with the earth. Dust created by the fall covered the planet and the sun's rays could not reach the ground; thus it changed the warm climate of the period to a much colder one. When the earth's vegetation died as a result of the temperature change, the dinosaurs could not find enough to eat and also soon died out.



3/ DINOSAUR'S EXTINCTION BY THE ICE AGE

In the latter part of the Cretaceous period, the black spot of our sun grew bigger; that greatly lowered the temperature of the earth. This led to the Ice Age, changing the earth's climate to such a degree that the dinosaurs could not survive.



MINI ENCYCLOPEDIA OF DINOSAURS

THE LAND SCENE



ORNITHOLESTES: 7 foot long carnivorous dinosaur that lived in the North American continent during the Jurassic period. They were agile and the front legs had sharp claws used to catch animals.



DIMETRODON: 10 foot long dinosaurs that lived on the North American continent during the late Permian period. They possessed a large sail-like protrusion on their back which kept their body temperature even. Their main diet consisted of fish and they lived near the water.



TARBOSAURUS: 39 foot-long carnivorous dinosaurs that lived on the East Asian continent during the late Cretaceous period. Their heads were over three feet long and they had very nasty temperaments.

THE SKY SCENE



KUEHNEOSAURUS: At about 5 feet long, these dinosaurs lived in the European continent during the late Jurassic period. They liked to glide in the sky with their membranous wings spread out.



ARCHAEOPTERYX: The oldest known avian dinosaur that lived on the European continent during the late Jurassic period. They had wings with feathers, but unlike present birds, they did not fly.



RHAMPHORLYNCHUS:

Small-sized avian dinosaurs that lived in the North American and East African Continents during the late Jurassic period. They are known to navigate through the air with their tail which had a diamond-shaped bony tip.



THE OCEAN SCENE



METRIORHYNCHUS: Dinosaurs that lived around South Africa and South America in the early Permian period. They swam with their long tails and webbed feet catching fish with their sharp teeth.



ICHTHYOSAURUS: Carnivorous fish lived in the ocean during the Jurassic period. They swam in groups like dolphins and are known to be fast swimmers.



PARASAUROLOPHUS: 30 foot long dinosaur that lived around North America during the late Cretaceous period. They could stay in the water for long periods of time, because they had a raised nasal bone in which air could be stored.

NOTES

Our software game DINOLAND has a continue mode and a password function. When your game is over, you can restart the game by selecting CONTINUE and pressing the **start button**. Your score and the level of the game remain the same.

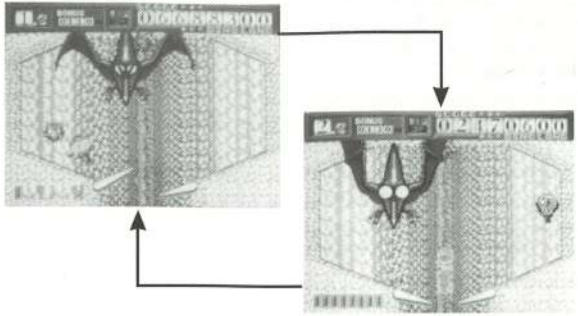


DINO'S TRANSFORMATION

In the Normal Stage, you get points by knocking down enemy dinosaurs and bumping into the bumper with Dino the ball. In certain boss stages, Dino can transform into a dinosaur.

In the Normal Stage, the **B button** is to shake the scene but in the boss stage, the **B button** is to change Dino into a dinosaur. In the boss stage, there are many situations that require Dino to be a dinosaur. Learn to use the two modes of Dino to knock down enemy boss characters.





WEATHER

In each stage, there is a hidden access way to the boss stage. The boss stage exists in the land, the bottom of the ocean and the sky scenes. How to get to the boss stage is a secret, but when you enter the boss stage, you can change Dino into a dinosaur by pressing the **B button**. Learn to use Dino in the ball mode and the dinosaur mode well and knock down the enemy boss character, then you can rescue Dino's sweetheart, Meeshell, who is caught somewhere in DINOLAND.

DINOLAND™

LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

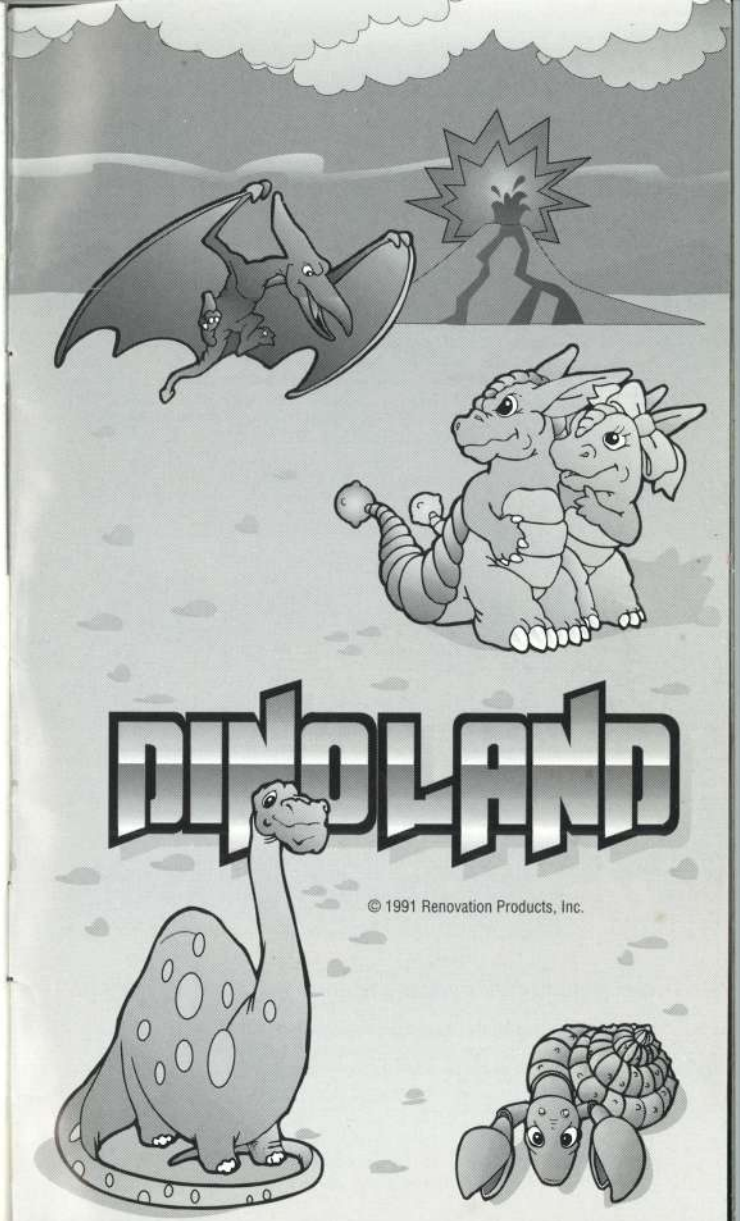
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Customer Service Department
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Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this Warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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